Mission to Nexus Prime

General Game Overview

Last Updated: 03/15/96

SUPER SECRET DOCUMENT!!!!!!

Following is a summary of features which describe the game elements. Several of them are unique features which have not been implemented in any other products to date:

They are discussed in a general description only. Any technical descriptions are covered in the Technical Design Review (TDR).

Product Features:

Story by Hugo award winning author, Timothy Zahn. Timothy Zahn is responsible for many best selling science fiction novels including the Star Wars™ trilogy.

A Windows 95/NT 4.0/Macintosh SVGA real-time strategy game. Gameplay is geared more towards "action" combat rather than resource management. Player has only to manage energy resources.

Full Microsoft DirectX support for Windows 95 and NT 4.0

Many unique dynamic terrain types including; volcanic, arctic and tropical.

16 Bit CD quality digital sound with 24 track mixing. Interactive event driven MIDI system which allows the music to react quickly to changing game conditions.

Player can choose from one of two sides; the honorable UEH (United Ethos of Humanity) or the evil Rossh.MultiBrood

Unique visual model allows players to see the map from the beginning of the mission rather than "uncovering black". When enemies enter players "visual" range they "fade in" to view.

Dynamic Terrain

Allows the player to combat the game terrain elements (fire, lava, snowstorms, earthquakes, meteors, etc.) as well as other planetary creatures. Nexus Prime also has "weight sensitive" terrain. The greater a units mass on ice, quicksand or lava crust, over time the "wear and tear" will sink the unit or vehicle into the lava or water.

During gameplay, the player will encounter various levels of "tremors" and "earthquakes" which will CHANGE the terrain on-the-fly forcing the player to adjust his strategy. Also in the later missions, fireballs will rain destruction the game terrain and

damage areas of the map INCLUDING any players units! Molten lava will spread and cause units to “burn up” in the lava if not monitored.

Eight player network and Internet play supported. Additional support for centralized game servers for multiple games played simultaneously via the DIGIFX Game Server. Direct connect and Modem supported.

User chat interface while in gameplay mode or while waiting to enter centralized game server.

Internet/Network play allows players to transfer and exchange custom maps during gameplay!

Game written in DigiFX’s proprietary Exile™ engine. Engine supports full editing of vehicles, weapons, maps, etc. Use the editor to create “huge” maps and completely new units and structures. Automatically send custom mission to your friends while connected to the network or Internet.

Supports computer dynamic screen resolutions from 640x480 to 1280x1024. Allows players to have a larger play area.

Following are additional unique gameplay elements:

Each player can find “Alien ruins” which when found become the players weapon. The alien weapons cause much damage to enemies. Adding these “Easter eggs” to the game adds a much more fun gaming experience.

Spies actually infiltrate enemy structures and slowly “damage” them. In addition spies can take the form of “trees, rocks and other terrain” in the form of “saboteurs”.

“Medical vehicles” which can follow troops that are engaged is battle. Allows units to be repaired during combat and not destroyed. When repaired vehicles return to original spot.

“Transport pads” which allow vehicles and units to move quickly across areas of the game world.

“Repair facilities” can have multiple units repaired at once, instead of one vehicle at a time.

Player can have multiple “blink doors” which allow units to be built simultaneously. Allows for multiple “unit queuing” at several sites.

When “air vehicles” are destroyed they fall to the ground causing collateral damage to surrounding structures and units.

Dynamic Terrain
The game features dynamic terrain, where the map and the terrain can be affected by the actions of the players. Natural phenomenon, such as *earthquakes* and weather, can affect the terrain as well. Indigenous life forms act as a third player, both helping and hindering players.

Internet Play - map transfers
The game is designed from inception for multiplayer Internet gaming. It allows players to easily connect with one another in several ways, including the dedicated game server. It also allows players who create their own custom maps to instantly transmit those maps to all players in a game so that everyone has that map locally.

Larger maps - over 26 million square meters of scale playing area per mission
Mission to Nexus Prime has large 3D maps , beautifully rendered using Lightwave. Virtually unlimited map sizes which are limited only by the players memory.

Written by Tim Zahn
The intense and riveting storyline is written by Hugo Award winning author Timothy Zahn, well known for his Star Wars novels. It details the struggle between two races, the United Ethnos of Humanity, and the reptilian Rossh, as they vie for possession of the galaxy's greatest secret.

Supports hardware acceleration
Support for MMX hardware acceleration gives you the smoothest game play possible.

Spies and alien ruins
Players have at their disposal a wide variety of troops, vehicles, and structures including spies, who can infiltrate enemy ranks, sabotage buildings, or become snipers. The player also has Scientists who can research ancient alien ruins, or complete the take over of enemy structures.

30+ missions (plus multi-player copperative missions!)
Play 30 campaign missions, controlling either the United Ethnos of Humanity, or the Rossh, each with their own unique units and abilities. Two complete games for the price of one!

Audio advisor
While playing the game, players get feedback from the game in the form of the audio advisor, a 'radio chatter' voice that directs, informs, and chastises the player as the scenario progresses.